

KELLY

COMMUNIQUE

VOLUME THIRTY EIGHT

JANUARY/FEBRUARY 1996



QUOTE OF THE MONTH

"He's their commander. They trusted him. He can't leave them."
Chief O'Brien to Dr. Bashir- *Hippocratic Oath*

LOG ENTRY

Chief Security Officers Log, Stardate: 49010.1

You hold in your hands the product of several months of work. Requests for articles have come from within and outside of the Kelly organization. Perhaps you have turned in an article or drawing, proud of the fact that you helped out and earned a few service points. Do you ever wonder what it takes to put a Communiqué together? You look at the high ranks listed in the 'edited by' column, however this is one instance that you don't have to have the rank to enjoy the privileges.

Let me tell you what I put into this issue of the Kelly Communiqué. It starts with an idea. Several months ago I thought that it would be a good idea to have a Communiqué with the theme of Organization and Leadership. I started looking for articles to fit my chosen theme. Beginning with the basics I started thinking about my Log Entry, picked a command cruiser for my Ship of the Galaxy, researched my Stargazer subject, and in a bold move decided that I would profile Admiral Robert Stevens in the Kelly Crew Profile. Now normally only one or two Kelly crewmembers are profiled. However, in keeping with the theme, I thought that it would be a neat idea to see who our captain reports to.

After getting the go-ahead from the First Officer, I started expanding other ideas that I had. Finding that no one had turned in a question for the Ask Number One, I asked him to list the best and unusual requests for Promotional Merit Points. I also started putting together an article on rank insignias and the Kelly system for stardates. Finding crew and actor birthdays, special events, awards and rank advancements to list. I also started asking other department heads for any articles from their department members. It's always a good idea to look at original works from the crew. And I always use original artwork supplied by the Kelly crewmembers. Also the Kelly Communiqué is designed to help crewmembers with their training sheets. Placing in an answer from some past training sheet you may have done will help other crewmembers. Another good rule is to leave as little open space as possible. Utilize as much space as possible by shrinking images at photocopiers or maybe even using a smaller font.

As the weeks passed, everything started to come together. Several covers were experimented with, cartoons and other artwork were picked out, and a Quote of the Month jumped out and attacked me. I had originally planned to use the quote, "Risk is part of the game if you want to sit in that chair," from Generations, however if something better comes along, use it. One of these ideas that I proposed was the use of color changing paper for the cover. The Captain, who enjoys trend setting ideas, went for the suggestion.

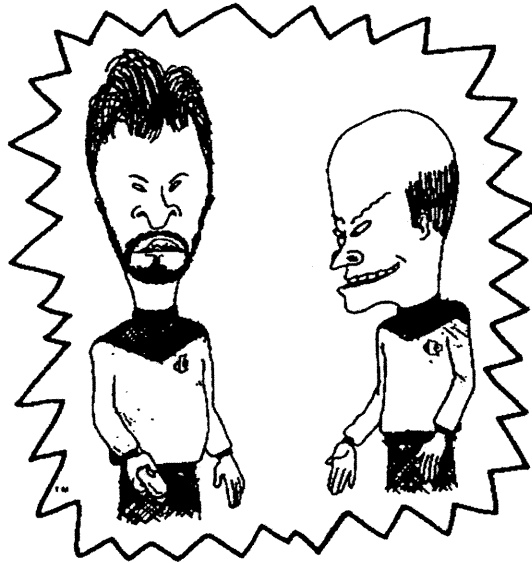
Now as I'm writing this, the last few articles are coming forth. A last minute idea results in an article about assistant department chiefs. And the final additions to the Kelly Activities Survey are being turned in. Within seven days I will be handing in the final draft of the January/February Kelly Communiqué. And I'll see another idea come to fruition. It's just that easy.

So, do you think that you could put together a Kelly Communiqué? It depends, do you have any ideas? I do and I've already started work on my next Kelly Communiqué.

PAST AND UPCOMING COMMUNIQUE THEMES

- Vol. 20 January/February 93- Star Trek: Deep Space Nine
- Vol. 21 March/April 93- Starfleet Medical
- Vol. 25 November/December 93- Mirror, Mirror
- Vol. 26 January/February 94- Know your enemy, and know yourself! (Other races and ST Clubs)
- Vol. 27 March/April 94- Starfleet Medical
- Vol. 28 May/June 94- Letters from Correspondence Members
- Vol. 29 July/August 94- Meaning in Star Trek
- Vol. 30 September/October 94- The Future of Star Trek
- Vol. 31 November/December 94- Star Trek Generations
- Vol. 32 January/February 95- Star Trek: Voyager
- Vol. 34 May/June 95- The Bridal Issue
- Vol. 35 July/August 95- Information
- Vol. 36 September/October 95- 29 Years of Star Trek
- Vol. 37 November/December 95- Learning from the Past
- Vol. 38 January/February 96- Leadership and Organization
- Vol. 39 March/April 96- 30th Anniversary of Star Trek
- Vol. 40 May/June 96- Your favorite Star Trek character

CREW COMPLIMENT-



UHHH. WHERE LIKE. REPORTING FOR DOO-TY AND STUFF.

WELCOME ABOARD, NEW CREWMEMBERS!!!

Alan Gerber- Communications, Jennie Hutchingson- Tactical, Andrew Williams- Security

RANK PROMOTIONS-

Congratulations to Ensign Dineh Torres- Security

AWARDS AND CITATIONS-

The Following Service Ribbons Have Been Earned By Our Crewmembers.

DISTINGUISHED SERVICE AWARD: Lt (j.g.) Jenny Hansen

LEGION OF HONOR: Lt. Mark Boone, Lt. (j.g.) Glen Bogue

KARAGITE ORDER OF HEROISM: Commander Nada Henline, Lt. (j.g.) Rachel Walker, Ensign Dineh Torres

CREW BIRTHDAYS-

Crewman Crystal Smith- January 8th, Commander Nada Henline- January 22nd, Ensign Robert Shaffer- January 30th, Crewman Maren Cristenson- February 2nd, Ensign Jan Robley- February 25th, Crewman Karen Stewart- February 4th

ACTOR AND PRODUCTION CREW BIRTHDAYS-

Matt Frewer (Berlingoff Rasmussen)- January 4th, DeForest Kelley- January 20th, Susan Howard (Mara)- January 28th, Jean Simmons (Admiral Nora Satie)- January 31st, Brent Spiner- February 2nd, John Schuck (Klingon Ambassador)- February 4th, Ethan Philips- February 8th, Susan Oliver (Vina)- February 13th, LeVar Burton- February 16th, Michelle Forbes (Lt. Ro Laren)- February 17th, Majel Barrett- February 23rd

OTHER IMPORTANT DATES-

New Years Day- January 1st, Star Trek: Deep Space Nine Premiers (locally)- January 5th 1993, Martin Luther King, Jr. Day- January 15th, Star Trek: Voyager Premiers- January 16th 1995, First Star Trek Convention held in New York- January 21-23 1972, Life the Universe and Everything (SF Convention) starts in Provo- January 31st 1996, Ground Hogs Day- February 2nd, Valentine's Day- February 14th, President's Day- February 19th

STARGAZER

CAPTAINS SQUARED: PAUL WINFIELD

The actor behind Captain Clark Terrell (*Star Trek II: TWOK*) and Captain Dathon (*TNG: Darmok*) is no stranger to science fiction and fantasy. Besides his trek roles he also appeared in *Damnation Alley*, *The Terminator*, *The Serpent and the Rainbow*, *White Dwarf*, *The Charmings* and he also lent his voice to an episode of *Batman: The Animated Series*.

Damnation Alley, a 1977 futuristic survival drama based on the novel by Roger Zelazny "didn't quite hold together," assesses Winfield. However, he does recall the making of it as "mostly a lot of fun. George Peppard was a real cut-up, and Jan-Michael Vincent was an adventure to be around. Off-hours, he liked tooling around on motorcycles. It was my first big-budget science fiction film.

Publicity for *Damnation Alley* alluded to the fact that, in the film, Winfield "meets a fate worse than death." "Ahh, you mean the cockroaches," he laughs. "They were large cockroaches from Madagascar, these humongous that hiss when you touch them and have little barbs that catch your skin. They were imported, and all of them were male. If they got loose and started breeding, we would have been responsible for a new kind of pest on the 20th Century Fox lot, so they were carefully monitored and counted each day."

Winfield recalls that the buzz on the set of *Star Trek II: The Wrath of Kahn* was mostly about avoiding the mistakes made by *Star Trek: The Motion Picture*. "They were all concerned because the first movie, they thought, was a little dull. I'm not sure where they thought the responsibility lay, but they were very sure that it was *not* going to happen again, that the second one was going to have more action."

While his role as Captain Terrell was small, Winfield believes that he earned his pay, mostly in sweat. "To simulate the surface of the planet [Ceti Alpha V], they took an entire soundstage and filled it with sand," Winfield offers. "It was horrific. The suits we wore looked great, but we couldn't breathe in them. And even if you did, you would inhale all this sand and smoke. I could only do about three or four minutes a take, because I was running up and down this enormous hill. I would have to stop and take it off, get some air, then put it back on. I didn't think I was claustrophobic until I put on that suit."

Then there was what Winfield refers to as "the maggot scene," where Terrell and Chekov each have a Ceti eel larva inserted into their eardrums by Kahn's henchmen. "That was the most unsettling part of making the movie," Winfield says, adding that close-up work for the scene was done at Lucasfilm's ILM facility in Northern California and required a day of shooting. "The maggots weren't real, but they looked real, believe me. They were covered with slime, and the technicians made them move with filament wire. When you see me break out in a cold sweat, that was probably real, with only a slight bit of augmentation. I can perspire on cue, but I can't seem to cry on cue."

Initially, Winfield says, he approached the role of Captain Terrell as "your standard stand-tall, suck-in-your-gut type part." Then, he looked in his mailbox. "As soon as I was cast in the movie, I started getting letters from people from literally all over the world, asking me about Captain Terrell: 'What was his training?' 'Where did he go to school?' 'Does he have a family?' All the things as an actor I should have been asking, things I really hadn't considered. It really made me take the role much more seriously."

Paul Winfield's performance in the *Next Generation* episode *Darmok* won praises as Captain Dathon. Crediting Winfield's solid acting ability with Patrick Stewart's helped make *Darmok* one of the top fan favorites.

On his other film experiences he notes that making *Star Trek II* was a piece of cake compared to his role in Wes Craven's *The Serpent and the Rainbow*. Winfield describes Craven as "an amazing man. He has the driest sense of humor I've ever encountered; I would have to listen twice to make sure that he was joking, because he always had the straightest face." Before Craven, Winfield worked with another director famous for inducing spinal chills-James Cameron. Says the actor of his role in Cameron's *Terminator*, "It was a fairly typical cop sort of part, but I really wanted to do it, not just for the money but because I had a hunch it was going to be a very popular film. I knew it was going to be a hit. Was it fun getting blown away by Arnold Schwarzenegger? "He was very scary. He has a real menacing quality to him. And put a MK-47 in his hands, and you want to get out of the way real quick!" Winfield laughs. Does the performer feel that the best days of his career are over, or is there one more great role waiting for him out there? "I don't have any complaints. But I'm never satisfied; there is always something else I want to do." He also adds. "My whole philosophy is, if you're going to do something, enjoy it-even if it's a part that's serious." Sighs Paul Winfield, "I guess it's the irrepressible comedian in me."

Paul Winfield was born and raised in Los Angeles in 1940. He began acting while a student at Manual Arts High School. The recipient of several scholarships, Winfield continued to study theater throughout his college years, graduating with a B.A. degree from UCLA. He was nominated for an Oscar in 1972 for his role in *Souther* and received an Emmy nomination for both his portrayal of the late Dr. Martin Luther King, Jr. in NBC's 1978 telefilm *King*, and *Roots: The Next Generation*.

CREW PROFILE

NAME: ROBERT NATHANIEL STEVENS
RANK: REAR ADMIRAL
SERVICE NUMBER: FC 792-367 C
CURRENT ASSIGNMENT: STARFLEET COMMAND HEADQUARTERS

I was born July 13, 1959 in Fairfax, Virginia. My father is Marcus Stevens and my mother is Patricia Marie Stevens. I have two younger sisters, Rochelle (we call her Shelly) and Celeste. They are both Trekkers, too.

I grew up in Fairfax, which is about 20 miles from our nation's capital, Washington, D.C. My father is a teacher by trade, so he insisted that we study and learn as much as we possibly could. This included frequent field trips into D.C. which is still one of my favorite places to visit, especially the Smithsonian.

Television viewing was not encouraged in our household, so I usually sneaked in to watch Star Trek while Father was preparing for next day's classes. Sometimes Mother would bring the girls in and watch with me. I grew up with Captain Kirk, Mr. Spock and Bones and although I enjoy some Next Gen, DS9 and Voyager episodes, the original series will always be my mainstay. I love all of the episodes, but my favorite would have to be "Devil in the Dark" or "Mirror, Mirror." I also like "A Piece of the Action." I suppose I'm just a gangster at heart.

When I was 15, my family moved to Baltimore because my father got a job teaching at the University of Maryland. It was through his influence, and a lot of hard work on my part, which I earned a scholarship to Loyola College in Baltimore. Besides earning a degree in Engineering and Physical Science, two other events occurred at the college that would have a major impact on my life. First, I met a knockout girl in my Analytical Planning. She was smarter and a lot better looking than I, but I was able to charm her into going on a date with me. It was touch-and-go for a while, but by the time I graduated, I had convinced her to become my wife. We were married on June 10, 1984. Katharine, or Kat as she prefers to be called, has given me two beautiful girls. Caroline is 8 and Robin will be 5 in January. We are also expecting a new arrival on March 1. I'm hoping for a boy, but Kat wants another girl. I'll be happy with either.

I work as a Civil Engineer for Baltimore City. My department plans and designs zoning and redevelopment for the city. I've been working in redevelopment for the last six years and it's a demanding yet fulfilling job. I hope to be here for a long time.

While at Loyola, I also met a Graphic Arts instructor by the name of James McMasters. I was fascinated with the diagrams and designs he had done. What really hooked me though was when he showed me plans for a starship. He had dozens of these plans that he'd done for a Star Trek fan organization called Starfleet Command. He was an admiral in the organization and they used his starship plans for simulated battles. I begged him to take me to one of his meetings so that I could get involved. I enjoyed it so much that I became a regular at the meetings. Eventually, they asked me to take part in standardizing the different clubs and organizing the leadership. That's how I became an admiral and a liaison to over 45 ships throughout the United States. I am amazed at talents I've seen from the crewmembers of some of these ships. I've grown to love Starfleet Command and the chance I have to work with other Trekkers to expand our knowledge and the brotherhood of all mankind.

I spend too much time sometimes with my duties at Starfleet Command. My wife claims that she's going to leave me for Tom Paris on Voyager, but I know that by the time he gets back from the Delta Quadrant, he'll be too old and feeble to do anything. So I'm not worried.

KEEP ON TREKKIN'
 LIVE LONG AND PROSPER
 Admiral Robert Stevens
 Starfleet Command

ASSISTANT DEPARTMENT CHIEFS SPEAK OUT

Assistants are a lot like lifelines. They are invaluable to the department heads when they need help in running the department or just getting the word out about an exciting piece of news. They are, in a sense, the 'Number Ones' for the department chiefs. And for the members of the department, the assistant chief is dependable point of contact reachable when the department chief is unavailable. Recently I asked all of the assistant department heads this question: "In your own words. What does it take to be an assistant department chief?" You may find the results interesting.

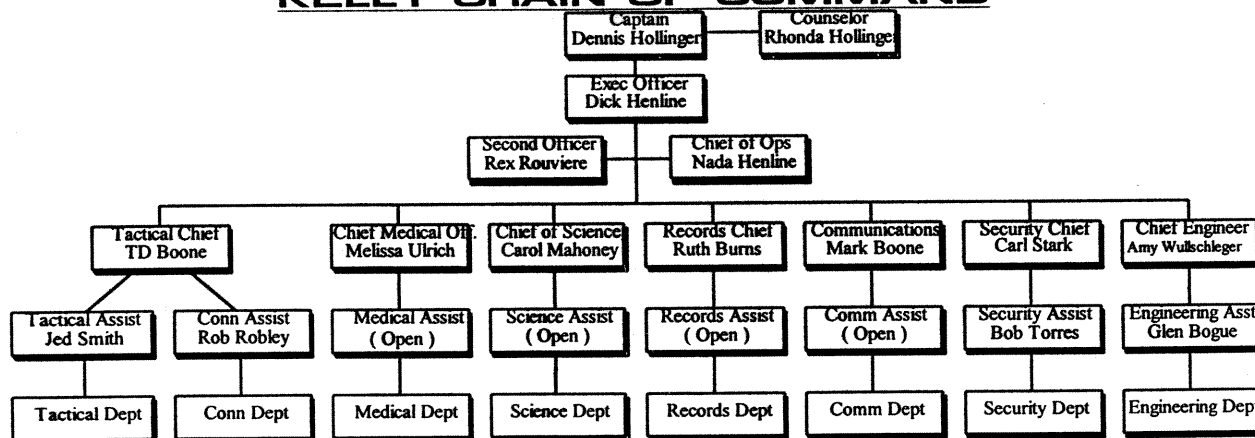
LT. (J.G.) GLEN BOGUE (Assistant Engineering Chief)- "A little bit of dedication and a lot of trying to find out what the chief wants. Doing what's best for the department and the ship."

LT. (J.G.) JED SMITH (Assistant Tactical Chief)- "It takes a lot of dedication to make a lot of calls to the crewmembers. You need respect for the person your going to be working under. It's kind of disappointing to call a lot of people and have no one show up for meetings. You have to deal with the disappointments and keep your head up."

ENSIGN ROB ROBLEY (Assistant Flight Control Chief)- "Time and commitment to fill in for the Department Head. Support other people in the club. Someone to help out when needed."

ENSIGN BOB TORRES (Assistant Security Chief)- "Time, Patience, Energy, and a good friendship with the department chief. And you need a phone."

KELLY CHAIN OF COMMAND



DID YOU KNOW?

A number of outlets reported that Patrick Stewart has signed on the dotted line for the next TNG film, to the tune of \$5 million. The same reports indicated that the current title for the movie is "Star Trek: Resurrection." Jonathan Frakes is reportedly lobbying to land the directing duties. Even though a number of "Star Trek 8" scripts are out on the market, none of them are the actual movie and should be avoided.

"Star Trek: Generations" made the top ten movies list of the trade newspaper "Electronic Engineering Times". Films on that list had to feature a lead character engineer or have substantial engineering-related content, as well as "make engineers feel valued." The number one movie was another worthwhile space film, "Apollo 13."

The Next Generation episode, "The First Duty," was used as orientation at the Air Force Academy. The classes of '97 (juniors) and '98 (sophomores) were shown it as part of their honor education during Basic Cadet Training (BCT, "Beast"), therefore it was mandatory. The class of '99 (freshmen) were shown some other movie. However, the Wing Honor NCO who will oversee the honor education for the Class of 2000 (next year's freshmen) is a Star Trek fan and will push for that class to watch "The First Duty" as part of their honor education.

That interesting information like these are passed around at the monthly staff meeting for the crew's enjoyment. The next time you want to know what's new about the world of Star Trek, just contact your commanding officer.

STARDATE: 49010.1

It's a proud day for you, all the hard work has finally paid off as Captain Hollinger hands you your rank advancement certificate. Between the handshakes of congratulations and requests for scrapbook pictures you glance at your new Rank Advancement Certificate. You notice amidst the signatures and the Kelly's gold seal is a group of numbers listed as the stardate.

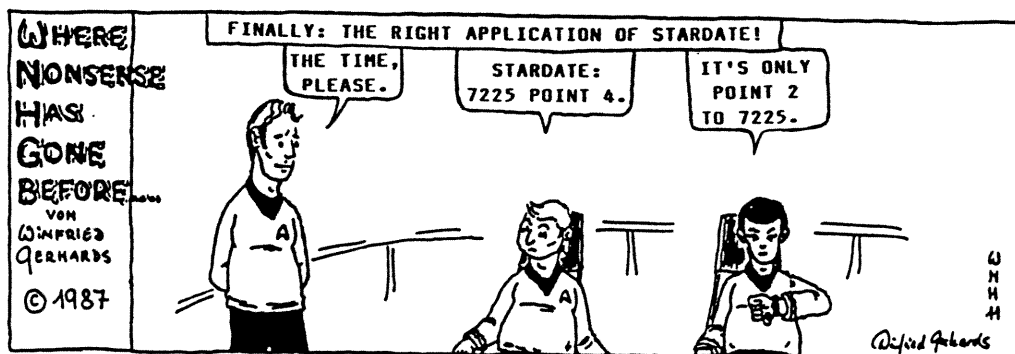
Later that month is another exciting time for you. Another issue of the Kelly Communiqué has arrived to inform, entertain, and help you with your training sheets. After opening the envelope you notice that the Log Entry begins with a stardate. You think to yourself, How many times have I seen stardates on Kelly documents? Communiqués, Rank Advancement Certificates, Departmental Newsletters, etc. This is done to keep the feel of the 24th century with us in our organization. And it is a working system to keep track of calendar dates. For example the stardate at the top of this article is January 1st, 1996. Wonder how that works?

Next Generation stardates are set up as 4####.#. The first digit is a 4 to represent the 24th Century. The second digit represents the season (1-7) and the remaining numbers would progress upwards towards the next season. Deep Space Nine and Voyager have continued with this system using 8 and 9 as the second digit even though TNG stopped at season seven.

Kelly stardates are very similar. We start with the 4 to follow in TNG's footsteps, then the second digit is what the current season of TNG would be if active. This number increases by one every September to mark the start of the new season. Example: Kelly Communiqué #17 (July/August 92) was released on Stardate 45070.1 however issue #18 (September/October 92) was released on Stardate 46090.1. The third and fourth digit represent the month (01-12). Simple enough, however keep in mind that the second digit changes every September, so Stardate 49101.4 (October 14th, 1995) will come before 49011.4 (January 14th, 1996). And if you have been following the pattern then you will know that the last two digits are the day of the month (01-31). It doesn't matter that they are separated by a "." they will still read together. By following this system you can discover the dates listed on Communiqué back issues and Rank Advancement Certificates, and keep the spirit of the 24th Century alive in our club.

STARDATES FOR IMPORTANT DAYS OF 1996

- | | |
|---|---|
| 49010.1 (1-1) New Years Day | 49070.4 (7-4) Independence Day |
| 49013.1 (1-31) Life the Universe & Everything starts in Provo | 50090.1 (9-1) 10th Anniversary of USS Kelly |
| 49021.4 (2-14) St. Valentine's Day | 50090.7 (9-7) Star Trek Day at Lagoon |
| 49031.7 (3-17) St. Patrick's Day | 50090.8 (9-8) 30th Anniversary of Star Trek |
| 49041.5 (4-15) Tax Day | 50103.1 (10-31) Halloween |
| 4904??. (4-??) StarFest'96 starts | 50110.5 (11-5) Election Day |
| 49051.2 (5-12) Mother's Day | 50110.9 (11-9) Captain Hollinger's birthday |
| 49051.7 (5-17) CONduit 6 starts | 50112.8 (11-28) Thanksgiving Day |
| 49061.6 (6-16) Father's Day | 50122.5 (12-25) Christmas Day |
| | 50123.1 (12-31) New Years Eve |



ASK NUMBER ONE

Lt. Commander Carl Stark wants to know what the ten most unusual PMP requests are. I have seen some really strange ones, but here are the most memorable.

10. Dusted Ruth's Star Trek collection.
9. Wanted to attend the Kelly activity
8. Cooked spaghetti for my family and told them it was gagh.
7. Thought about Star Trek today.
6. Named a pet after a Star Trek Character.
5. Blew up a model rocket at the Kelly activity.
4. Lost a Haagen Daas to the Captain.
3. Bought a lot of Star Trek stuff.
2. Kissed the Command Staff???
1. Put up with Rex for all these years.

Now, not all of these things are bad, but do you really expect to get PMPs for them? I guess it can't hurt to try. I believe I actually gave points for some of these things. While we're on top ten lists, here is a list of the top ten classes which will be taught at the Kelly Academy:

10. Command 302: Winning in No-Win Situations
9. Communications 101: Opening Hailing Frequencies
8. Space Law 206: Avoiding Court-Martial
7. Navigation 101: Standard Orbits
6. Philosophy 203: Why All Major Systems Fail at the Same Time
5. Command 255: Choosing Minor Landing Party Members Who Will Die
4. Astrophysics 199: Recognizing Unknown Phenomenon
3. Command 309: Creative Obedience to Starfleet Orders
2. Engineering 422: Making Radical Technological Advances Under Time Pressure
1. Space Law 499: The Prime Directive and How to Get Around It

If there's a top ten list you'd like to see, or a deep philosophical question that's troubling you, or if you just want the answers to your next training sheet, do not hesitate, just ASK NUMBER ONE!!!

THE TOP TEN SIGNS THAT STARFLEET IS THE WRONG CAREER CHOICE FOR YOU

10. You graduated from Starfleet Academy on Friday the thirteenth.
9. You are assigned to the USS Titanic, and it's Chief Medical Officer is named Kavorkian.
8. Every time you walk onto the bridge you hear the Captain laugh and say, "Gee and I thought they liked me at Starfleet Command."
7. The guys down in engineering have a pool on how long it will take you to die on an away team mission.
6. The inscription on your ship's dedication plaque says, "Not as good as the other ships, but we think the glue will hold."
5. Three Words: YOU'RE AN ENSIGN.
4. You have a recurring dream that your captain is Michael Jackson.
3. Everyone on the ship calls you Ensign Crash N' Burn.
2. You thought it would be funny to play a practical on your ships Executive Officer . . . and you thought would think it was funny, too.

And the Number Sign That Starfleet Is the Wrong Career Choice for You.... **Insert Drum Roll**

1. Your rank and name are Ensign Charlie Brown.

KNOWN RANK INSIGNIAS

STARFLEET COMMAND

Ranks for Starfleet Command seen in the first two pilots were never documented. Crewmembers bearing a solid gold stripe on the cuff are officers. Later in the second pilot a second stripe was added to the Captain's cuff.

The gold braids, first seen in the episode *The Man Trap*, were a little more defined in representing ranks of Starfleet Command officers. Lack of any braid on the cuff of the uniform denotes the rank of Ensign. A broken braid placed 6 cm from the cuff represents a Lieutenant (junior grade), where as a solid braid in that location represents a full Lieutenant. Officers holding the ranks of Lt. Commander and Commander display one solid and one broken braid or two solid braids respectively. Captains hold the last broken braid with two solid braids. Three solid braids and four solid braids representing Commodores and Admirals. These ranks were carried through to the new uniforms seen in *Star Trek: The Motion Picture*.

From *Star Trek: The Wrath of Kahn* to the early part of *Star Trek Generations* a group of patterns denoted rank. A pin placed on a shoulder lapel showed rank. Just as there was no braid for an Ensign before, there is no pin for the Ensign during this time period. The Lt. (j.g.) pin resembles a sideways rivet. A second Lt. (j.g.) pin facing the first pin denotes a full Lieutenant. Connect the edges to form an odd box and you have the Lt. Commander pin. Replace the rivets with bars and you come across the Commander's rank insignia. The Captain's pin has the edges pulled out with an extra bar and clusters. Adding two clusters brings about the Commodore rank. The Admiral's pin is a small diamond with a cluster at each end. The Fleet Admiral adds a ring to the diamond.

With our first *Encounter at Farpoint* and well into the future with *The Visitor* a strait pattern was reused. This time, however, the Ensigns finally have an insignia. A solid pip worn on the left collar. Adding a hollow pip brings the rank up to Lt. (j.g.) and the pattern continues. Two solids for a Lieutenant, add a hollow for Lt. Commander. Three solids for Commander and four for Captain. The flag ranks are slightly different. One solid pip enclosed in a black box represents a Commodore. Two for the Rear Admiral, three for the Vice Admiral and four for the Fleet Admiral.

As seen in the episodes *Future Imperfect* and *Parallels* an alternate universe ranking system was used. Using various colored bars on the communicator denotes rank. Three black bars topped by one gold bar represents an Ensign. Replace the second bar with a silver bar and you have the Lt. (j.g.). As with the Next Generation era ranks, the trend continues. Two gold bars symbolizes Lieutenant, add a silver bar for Lt. Commander, three gold for Commander and four for Captain. For the Admiral the metals are reversed. The delta shield is gold and the bars are silver.

BAJORAN

It is not known if these ranks were carried over from the days of the Bajoran Resistance or were hastily created after the Cardassian withdrawal. Most likely the later. Like Starfleet Command, Bajoran officers display their rank on the left collar.

The Bajoran symbol with minor differences represents the rank of Major. Removing the upper right arm denotes a Captain. A full Lieutenant is represented by removing the upper left arm. By shortening the center line you come across the Lt. (j.g.). And finally by removing the lower left arm, it gives you the Ensign rank insignia.

MAQUIS

Maqui ranks, seen first in the episode *Caretaker*, are very similar to Starfleet Command ranks. Rightly so due to the fact that the majority of Maqui members are ex-Starfleet Command officers. Like Starfleet Command and Bajoran ranks, the insignia is placed on the left collar.

A silver bar with raised sections illustrates the rank. A single raised black section represents a Chief Warrant Officer. A single silver section denotes an Ensign. And, as with Starfleet Command, the pattern continues. One black and one silver section for Lt. (j.g.). Two silvers for Lieutenant, a black and two silvers for Lt. Commander. Three silvers for Commander and finally four silvers for a Captain.

ROMULAN STAR EMPIRE

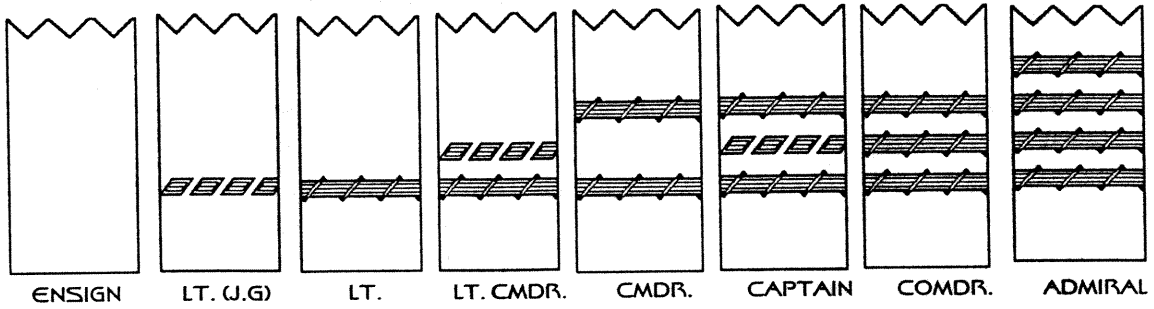
The ranks we have represented here are from the original series first seen in the episode *Balance of Terror*. There are rank insignias from the Next Generation era, however they haven't been documented. The insignia is worn on the right shoulder, acting as a clasp if a rank sash is worn.

The rank of Equitorian is a plain clasp. Add a star to the clasp to indicate the rank of Secundum. For the rank of Trinam a sash is added to the uniform and a second star to the clasp. Darken the sash, thicken the stripe on the sash and add a third star to the clasp and you symbolize the rank of Centurian. Sub-Commander is represented by another star, a thicker stripe and a darker sash. And finally the Commander has five stars, the thickest stripe on the darkest sash.

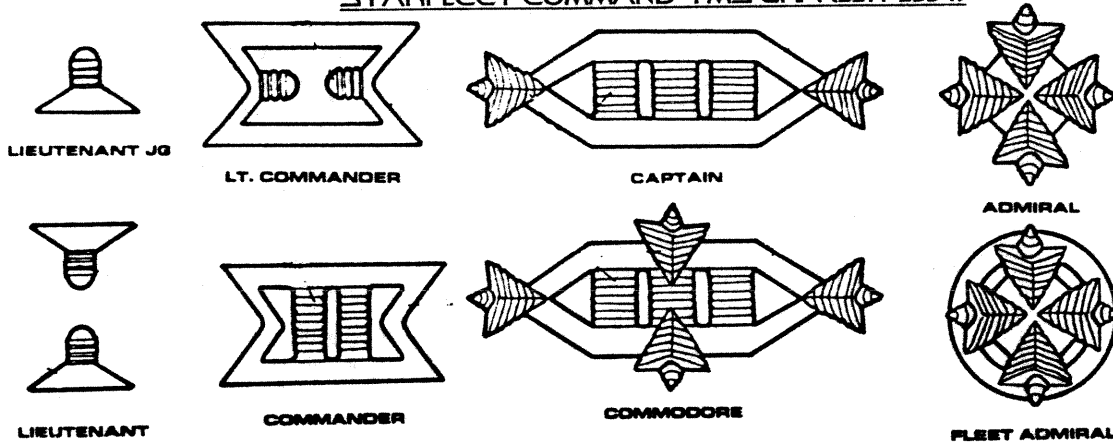
KLINGON EMPIRE

Rank insignias are worn as a circular brass badge on the left collar. The shade is raised brass-on-brass. The rank insignias are used for both naval and marine forces. The marine ranks are in the parenthesis. The Ensign has an angled strait line with a slightly off center branch. Adding a second off center branch gives you the Lt. (j.g.). A bent 'Y' shape in the circle represents the Lieutenant. A Lt. Commander has a warped 'N' shape, and the Commander has a thick 'J' shape. The Captain's circle contains a starburst and the Admiral has two starbursts separated by a stylized wedge.

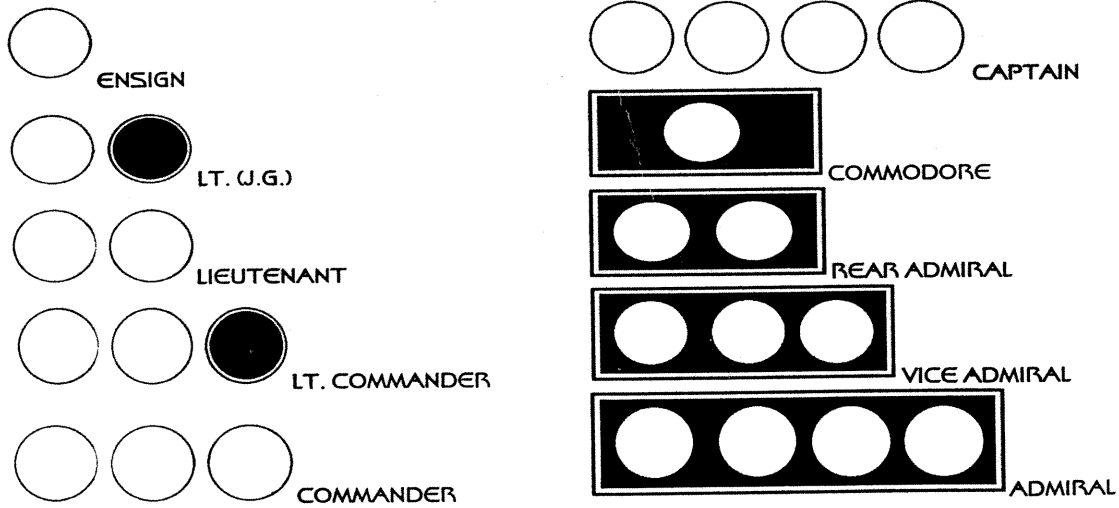
STARFLEET COMMAND-TOS/TAS/TMP ERA (2266-2271)



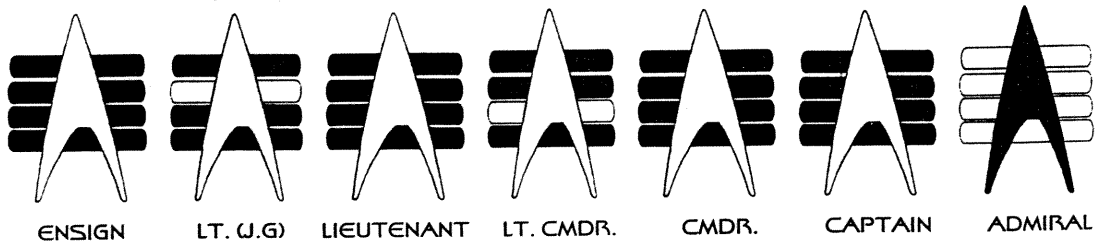
STARFLEET COMMAND-TMS ERA (2271-2354)



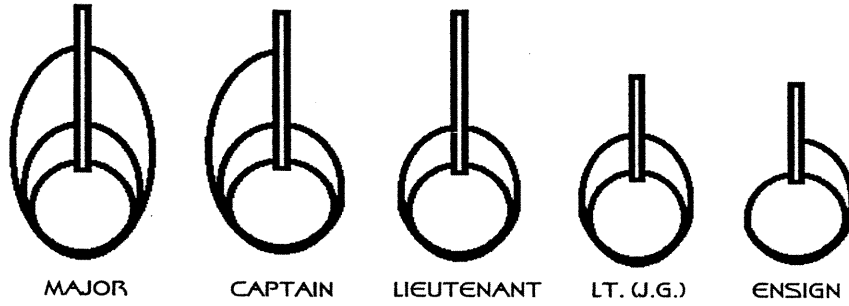
STARFLEET COMMAND-TNG ERA (2354-CURRENT)



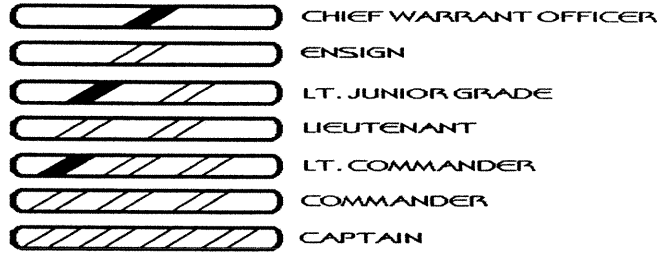
STARFLEET COMMAND-ALTERNATE UNIVERSE



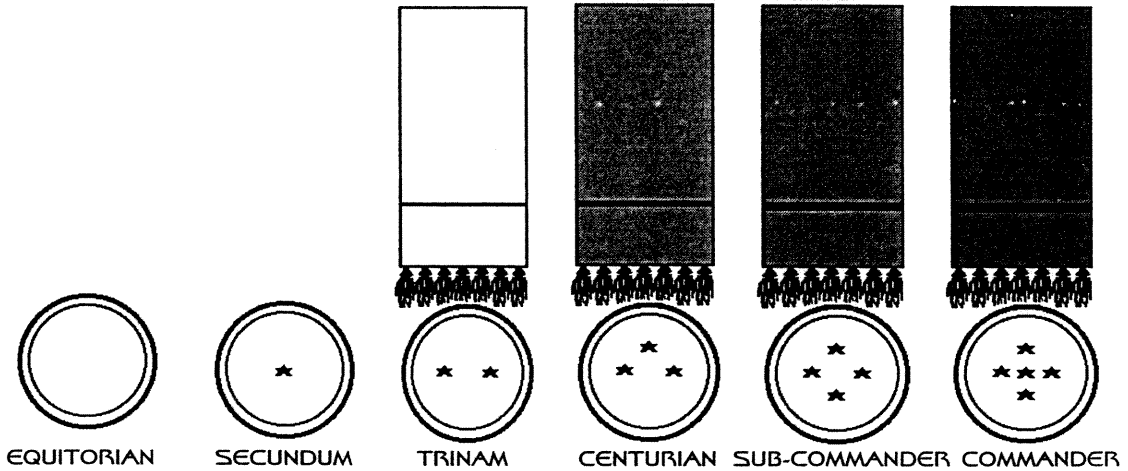
BAJORAI RANKS



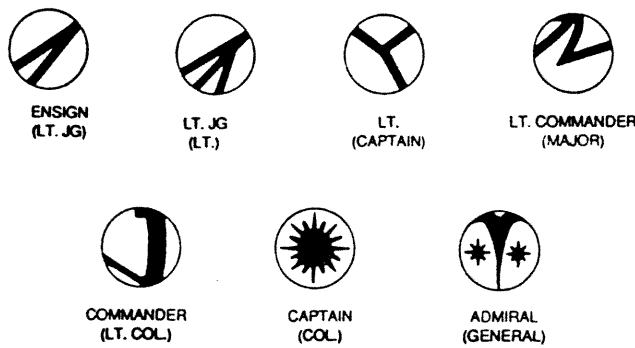
MAQUIS RANKS



ROMULAN STAR EMPIRE RANKS-TOS ERA



KLINGON EMPIRE-TMS/TNG ERA



KELLY ACTIVITY SURVEY RESULTS

1996 marks the 10th anniversary of the USS Kelly. Over the last ten years we have had a lot of activities for our enjoyment. Recently I asked all of the crewmembers what their three favorite Kelly and departmental activities were. I figured that with all of the good choices out there we should, at least, get three votes. I also asked what activities that you would like to see us do during the next ten years to continue our adventure of a lifetime.

FAVORITE KELLY ACTIVITY:

- | | |
|------------------------------------|---|
| Game Night- 12 | Going to see Star Trek: Generations- 2 |
| Kelly Kampout- 11 | Rocket Launch- 2 |
| Christa McCulif Space Simulator- 7 | All Good Things episode party- 1 |
| CONDuit- 7 | Character Creation Night- 1 |
| Kelly Auction- 5 | Going to see the original Galileo shuttlecraft- 1 |
| Star Tvek- 5 | Intership Trivia Contest- 1 |
| Hansen Planetarium- 5 | Kelly Birthday Party- 1 |
| Kite Fly- 4 | Klingon Language Class- 1 |
| Liars Club- 4 | Letter Writing-1 |
| StarCon in Denver- 4 | Picnic-1 |
| Paintball- 3 | Sandy Library Display- 1 |
| State Fair (SpaceTalk)- 3 | Star Wreck- 1 |
| Bowling- 2 | Tomfoolery at the Broadway Stage- 1 |
| ConRad in L.A.- 2 | Voyager Premier- 1 |
| Convention with Garrett Wang- 2 | A Watch Party- 1 |
| Convention with Marina Sirtis- 2 | |

WHY WERE THESE YOUR FAVORITE ACTIVITIES?

- "They were activities that we could all do together, and not be stuck in an organized group. They were entertaining and did not require a lot of effort."
- "Paintball was wonderful physical activity that pitted all the skills against other humans. It really tested our stuff."
- (On Trivia Contests) "It made us think and work. It was one of the most fun ways of learning trivia."
- (On Klingon Language Class) "I liked this one because I taught it. :)"
- "Both were activities/things that I like to do. CONDuit was interesting."
- "Because we had lots of fun doing them."
- "They were just fabulous."
- "I enjoyed them because I actually get to be involved. Especially the state fair. I always enjoy visits to the Hansen Planetarium."
- "Keep up the good work."
- "I had never experienced anything like them before."
- "There were many activities we could do and choose from at the same time. Also we could socialize with whomever we wanted whenever we wanted."
- "StarCon I really enjoyed because of the time that I spent with my friends, and they had everything planned out really well and things ran smoothly."
- "The Kelly Auction I loved because I got to kick everybody's butts at sword fighting (Hee, hee.) Seriously though, I enjoy all of these activities because the people on the Kelly are a great bunch of people, and I have fun with them and enjoy the time I get to spend with them."
- "They were fun for the first, second and third times. I like that type of thing."
- "I like sleeping over night with the Kelly."
- "I like playing games."
- (On Star Tvek) "It was a good play."
- "They were fun."
- "Good participation, friendly, family atmosphere, happy go lucky type time, group effort."
- "The Kelly campout because I squirted the heck out of Rex in the lake, Game night because we go to be competitive against each other, and Hansen Planetarium because I enjoyed the video on the roof and talking almost through it all."
- "I was really impressed with the game night."
- "I loved CONDuit. There is so much cool stuff to do."
- "I liked creating my Kelly character."
- "Auctions are always a lot of fun."
- "I like conventions for the fun of it all."
- "I like the fact that the campout is family oriented."
- "I liked them because they were informal."
- "I had fun."
- "Everyone was involved with the activity and took great pride in the Kelly and had a great time."
- "Most activities that I like provide time to interact with other crewmembers."
- "I really loved the Liars Club, mostly because of how much fun everyone was having."
- "They were all activities that everyone seemed to enjoy, instead of just being fun for a few people."
- "I learned a lot from the Voyager activity."
- "Its something that's a wide interest."
- "The group went on an adventure."
- "We spent quality time with an actor of Star Trek and heard about experiences not found anywhere else."
- "It gave us a chance to really work as a team."

FAVORITE DEPARTMENT ACTIVITY:

Training Sheet Night- 8	Internet Activity- 1
Movies & Dinner- 5	LARP Hike- 1
Bowling- 3	Make Up Class- 1
Kelly Academy- 2	Making Tricorder Holders- 1
Mini-Golfing- 2	Model Making Night- 1
Nicklecade- 2	Rolerskating at the 49th Street Galleria-1
Phaser Fun- 2	Starship Tactical Combat Simulator-1
Putting together the Communiqué- 2	State Fair (Space Talk'95)- 1
Star Trek Lagoon Day- 2	Tribble Making Activity- 1
Command Staff BBQ- 1	Warhammer 40K- 1
Cyberspace- 1	Watch Party- 1
Epic Battles- 1	Watching 1st episode of Voyager with pizza- 1
Hansen Planetarium- 1	Watching Dark Horizon- 1
Heinline Memorial Blood Drive- 1	

WHY WERE THESE YOUR FAVORITE DEPARTMENTAL ACTIVITIES?

"These were activities that we all wanted to do and we had a good time doing them."
 "We had fun and free pizza and more trek."
 "We learned a lot and had fun."
 "We had a chance to visit with the Command Staff and Wives."
 "They were just fabulous."
 "They were fun and we got to know each other better."
 "Because they were pretty fun activities and we just had fun."
 "We get together in informal circumstances."
 "We got to be together and work and be competitive as a department."
 "I like the opportunity to work on my training sheet."
 "I liked to help out with the blood drive."
 "I enjoyed Star Trek Day at Lagoon."
 "At Training Sheet Night you always learn something new."
 "Everyone talked about them afterwards."
 "They teach my department about tactics and it's a fun way to do it."

WHAT ACTIVITIES WOULD YOU LIKE TO SEE THE KELLY DO IN THE FUTURE?

Cooking Night, Non- SF/Fantasy Costume Party, Earth Culture Night, Basketball, "Travel-Back-Through-Time Night", "Redshirt Trivia Contest" (All questions must deal with redshirts and other extras), Campout, Go to the Star Trek Hilton in Las Vegas (x3), Fun things with fabulous possibilities, Star Parties, More astrology type of activities. Lazertag, Paintball (x4) , Star Trek Simulator (x2), More activities on Saturday Nights, go to more movies, Have a big x-mass party with other ships and pot luck dinner." Party, Potluck, Movie watch party, Softball or baseball with another ship, Virtual Reality at Trolley Square or Cyberspace, go to Grizzlies hockey game, More fun at CONDUIT, Games activities with pot luck dinner, Persona Party, More of the above, an away mission in honora, Customizable Card Game deck building night, Sledding, Live Action 40K, family oriented activities, Tour of Paramount, Joint service project with other groups, helicopter rides.

UPCOMING EVENTS-

Here is a brief list of upcoming events. Items in italics are non Kelly activities. Saturday, January 6- Starship Tactical Combat Simulator around noon, Communications Department Meeting 5pm: Make Up Class. Friday, January 12- Kelly Academy 7pm. Saturday, January 13- January Kelly Activity: Laser Quest 10am. Monday, January 15-Lt. *Nessa Harvey leaves for her mission to Florida from the airport.* Tuesday, January 16- Money due for Voyager Simulator. Saturday, January 20- Tactical Department Meeting 4pm: Warhammer 40k, Records/Science Department Meeting 5pm: Scrapbooks, Security Department Meeting: Training Sheet Night with the possibility to earn two-for-one credit on training sheets passed off that night. Wednesday, January 31-*Life, the Universe and Everything starts at BYU.* Thursday, February 1- *Star Trek the Voyager Home play. Contact Lt. (j.g.) Charline Harman 252-1413.* Saturday, February 10- February Kelly Activity: Watching Videos with Rebels Associated. Saturday, February 17- Security Department Meeting (tentative). April: *StarCon in Denver with Kate Mulgrew.* May 17-19: We defend our SIG Contest title at CONDUIT 6 with Guests Fred Saberhagen, Leonard Parking and our own Lt. Commander Rex Rouviere. August: Star Trek Day at Lagoon.

For more information on these and other upcoming events contact your Commanding Officer.

SHIPS OF THE GALAXY!

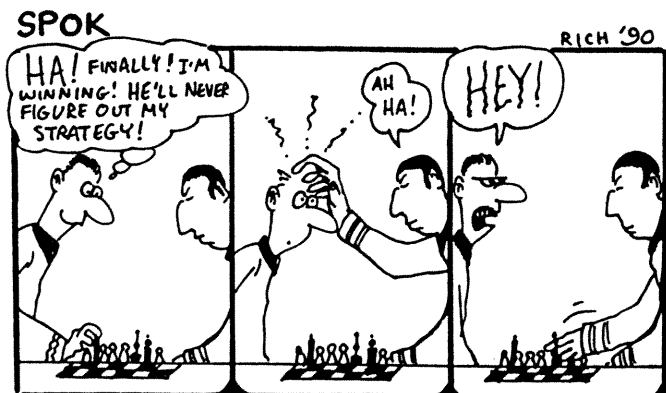
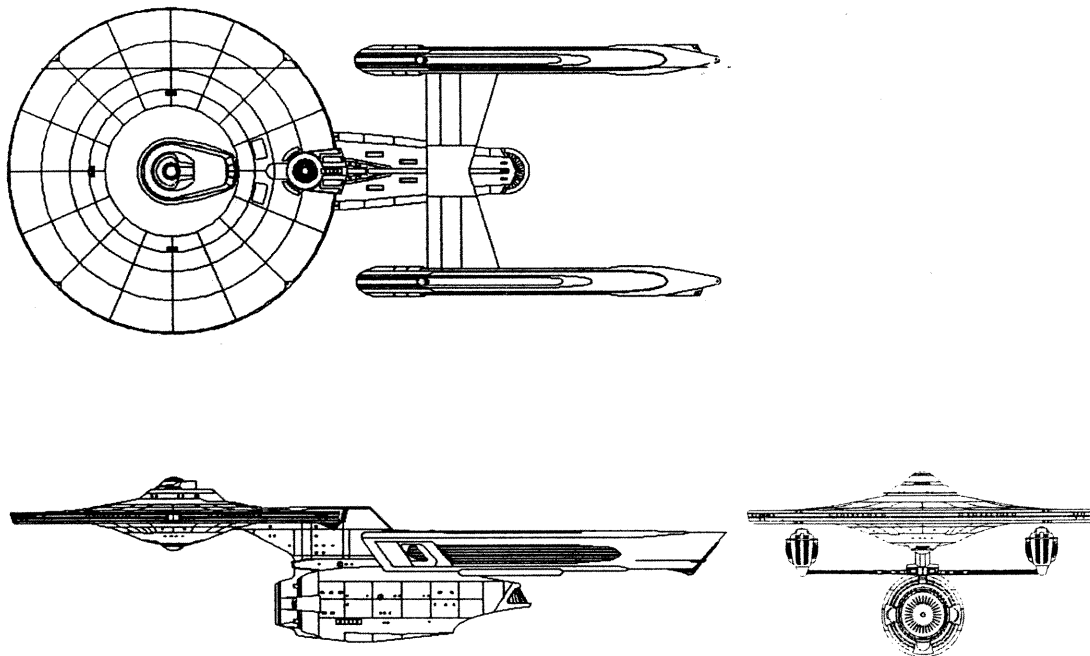
BALSON CLASS COMMAND CRUISER

Model: MK XXI
 Number Constructed: 5
 Crew: 455
 Admiral's Staff: 22
 Standard Shuttlecraft: 8
 Length: 307.6 M
 Height: 71.1 M
 Width: 141.7 M
 Weight: 250,000 MT
 Maximum Safe Cruising Speed: Warp 8
 Emergency Speed: Warp 10

Phasers: 14 (7 Banks of 2 each)
 Firing Arcs: 2F, 2P, 2S, 1A
 Photon Torpedoes: 2
 Firing Arcs: F

- | | |
|----------|--------------|
| NCC-2105 | USS Balson |
| NCC-2120 | USS Graph |
| NCC-2121 | USS Ford |
| NCC-2122 | USS David |
| NCC-2123 | USS Morewood |

The Balson Class Command Cruisers are designed to act as nerve centers for Starfleet Command fleet activities. Able to coordinated the movements and actions of up to 55 vessels simultaneously, Balson Class Command Cruisers each feature a situation room on deck three. Holding three admirals and nineteen fleet communications and sensor operation specialists in a room filled with floor to ceiling holographic displays. Built into the USS David is a new system which allows the personnel in the situation room to command a damaged starship by remote control. If successful this system could be installed on all command cruisers.



Media Panels for LTUE XIV:

Here's the latest list of Media panels for the BYU Symposium. The symposium is free. It'll be January 31-February 3, 1996 at BYU. Guests of Honor are; Tracy Hickman, Patricia Wrede and Dave Wolverton, Kuo-Yu Liang (Associate Publisher for Balentine Del-Ray) Media guests are: Off Broadway Theater and W. R. Thompson (author of one Star Trek novel currently out and one coming out this year.) Gaming guest: Steve Jackson of Steve Jackson Games. If I have you down for a panel and you can't make it, or know nothing about it, let me know. If everything's fine with the panels and hours you're scheduled for, let me know. Come and listen to Kelly Crewmembers (listed in italics) in their panels.

Lt. (j.g.) Charlie Harmon, Science Department

Wednesday

1:00 SF on the Radio

(Where can we find SF on the radio here in Utah. What's out there and who's doing it.)

Panelists: Bob Bedore, Dave Doering, Carolyn Larsen, Scott Howard

2:00 Dr. Who meets Q: Crossovers real and imagined (Group Discussion of crossovers you've seen in fanzines, or stories. Also, crossovers you'd like to see.)

Panelists: Bruce Thatcher, *Carl Stark*, Scott Armstrong

3:00 Screenwriting

(How to write for TV and the movies. What to do, where to find the information, how to get the script into the right hands.)

Panelists: *Heidi Wessman*, L. D. Weller (Melva), Glenn Anderson, Scott Bronson

4:00 SF/F/H on the Internet

(You have a modem and you want to find a good place to interact with other SF fans. Where do you go? Online services? The internet? The web? What's out there and how do you find it?)

Panelists: Paul Roberts, Dave Bastian?, Brooke West?, Fen Eataugh, Carolyn Larsen?, Dave Doering

5:00 Does teleportation cause cancer in laboratory rats? The Science of Star Trek

(Does the science in "Star Trek" work? Could we see teleportation? Is warp possible? Or is this just a bunch of hooley?)

Panelists: Dave Powell, Bruce Thatcher, Barbara Hume, *Carl Stark*

6:00 Closet Costuming

(How to make or get decent costumes without spending a lot of money)

Panelists: *Amy J Wulschleger*, Keri Doering, *Heidi Wessman*, Charles Galloway?, Curtis Kidd, Chris Oversby?

Thursday

1:00 Red Dwarf: Smeggin' Good British SF

(What is the "Red Dwarf" phenomenon? Why is it so popular in the US?)

Panelists: Paul Roberts, Dave Doering, *Carl Stark*, Dave Powell

2:00 SF on TV

(What's out there now and is it any good?)

Panelists: Scott Pierce, *Steve Harmon*, *Charlene Harmon*

3:00 Is DS9 suffering from middle child syndrome?

Panelists: Scott Armstrong, Barbara Hume, Cheryl Fifer (Melva), Lyn Worthen, Scott Pierce

4:00 Stage fighting demo/presentation

(Bob and Eric, our illustrious media guests from the OBT show us how to fake a good fight.)

Panelists: Bob Bedore, Eric Jensen

5:00 British SF on PBS: Coming to America

(What shows have come over from Britain, why they're worth watching, where to find them, what to bug KUED and KBYU to show.)

Panelists: Paul Roberts, Todd Schultize, Sherry Lassiter, Dave Doering, Dave Powell

6:00 Make-up Mania

(Make-up demo: How to and how not to.)

Panelists: Heidi, Al Rich (Farrar Jr. High), Curtis Kidd?, Martin Calderwood?, Keri Doering?

7:00 Camcorder Movies

(Making decent movies with a camcorder.)

Panelists: *Heidi Wessman*, Brian Bradley, Dave Wall, Charles Avenglo(Melva)

Friday

1:00 Books with Media ties: Star Trek, Star Wars, Magic, etc.

(Where to read about your favorite SF/F TV shows, movies and games. What's out there and what's good, by those who write and edit them.)

Panelists: Diann Thornley, Shayne Bell, Dave Wolverton, W.R. Thompson, Karl Batdorff, Judith Moffett

2:00 The Star Trek Juggernaut

(Everything "Trek", from the TV shows and movies to books and tie-ins. Why is ST so popular and growing? What things should you look for? Is the phenomenon a good thing, or is it ruining a classic series?)

Panelists: W. R. Thompson, *Carl Stark*, Judith Moffett, Scott Pierce

3:00 The Off Broadway Theater: SF/F on the stage

(What is the OBT? What do they do, how do they do it, and why you should see it.)

Panelists: Bob Bedore, Eric Jensen

4:00 From books to stage and screen: Is the story lost in translation?

(A lot of movies and plays are based on books. But does the play or movie do justice to the book, or is it a case of all highs and no substance?)

Panelists: Bob Bedore, Sterling Bean (Melva), Linda Taylor?, Chris Hicks, Scott Pierce

5:00 The Science in SF Media

(Does the science in SF TV and movies work? Is it plausible? Which series and movies have the best science? Which ones have the worst?)

Panelists: Dave Powell, Dave Urbanek?, Theresa Rich (Melva), Bill Ransom, Mary Jo Tansy (Melva), Dave Bastian, Chris Hicks, Scott Pierce

6:00 SF in the movies

(SF movies released in the last year. What's good and what's coming.)

Panelists: Dave Doering, Chris Hicks, Dave Bastian, *Carl Stark*, Dave Powell

7:00 10 Forward Comedy Hour

(An SF-oriented no-talent show.)

Saturday

10:00 I heard it through the grapevine: SF Media rumors

(Have you heard something juicy or interesting about an upcoming movie or TV show? Or something about a current series? These panelists have.)

Panelists: *Rex Rouviere*, Paul Roberts, Cheryl Fifer (Melva)

11:00 Turning your characters into actors: Showing real emotion in your writing

(Showing how to write good emotion in your characters. So they come across as real people and not stock/cardboard characters.)

Panelists: Scott Bronson, Bob Bedore, Eric Jensen, etc.

1:00 Voyager at one year: A promising Freshman or a Juvenile Delinquent

(Does "Voyager" measure up to the other series? Is it any good? Is it getting better? What works/what doesn't.)

Panelists: *Amy J Wulschleger*, *Rex Rouviere*, *Carl Stark*, W. R. Thompson

Saturday (Continued)

2:00 Coming up with new ideas in SF/F books and media

(Have you ever had an idea for a story, play, novel, or movie and wondered if it had been done before, or how to make it fresh? Here's a chance to ask our panelists.)

Panelists: Bob Bedore, Dave Wolverton, Michael Collings,

3:00 Meet the Pro: W. R. Thompson

(Come meet W.R. Thompson and find out about him and his work.)

4:00 SimulTrek

("SimulTrek" has been very popular at the symposium in recent years. Here you can find out more about it: what it is, how it's done, who's doing it, and where you can find it in Utah.)

Panelists: Bob Bedore, Eric Jensen, Charlene Harmon

5:00 Is the future as bleak as the movies portray? George Orwell to Gene Roddenberry

(SF deals a lot with the future. But will the future be as bleak as George Orwell's "1984" or as dark as "Max Headroom" and "Terminator" suggest, or will it be as light as Gene Roddenberry thinks it can be?)

Panelists: Dave Powell, M. Shayne Bell,

6:00 Babylon 5

(It's definitely NOT "Trek", but B5 has a large and growing following. Come find out what it is, or learn more about it.)

Panelists: Rex Rouviere, Melva, Claudine Swensen (Melva)

7:00 Local fan clubs: What's out there

(There are a lot of local SF/F and special interest clubs in the area. Find out who they are and when they meet.)

Panelists: Amy J Wullschlegler, Carl Stark, Heidi Wessman, whoever

EDITOR:

LT. COMMANDER CARL STARK

CONTRIBUTORS:

ADMIRAL ROBERT STEVENS, COMMANDER RICHARD FENLINE, LT. COMMANDER REX ROUVIERE, LT. MARK BOONE, LT. (J.G.) GLEN BOGUE, LT. (J.G.) CHARLENE HARMON, LT. (J.G.) JED SMITH, ENSIGN ROB ROBLEY, ENSIGN BOB TORRES, AND EVERYONE WHO FILLED OUT A KELLY ACTIVITIES SURVEY.

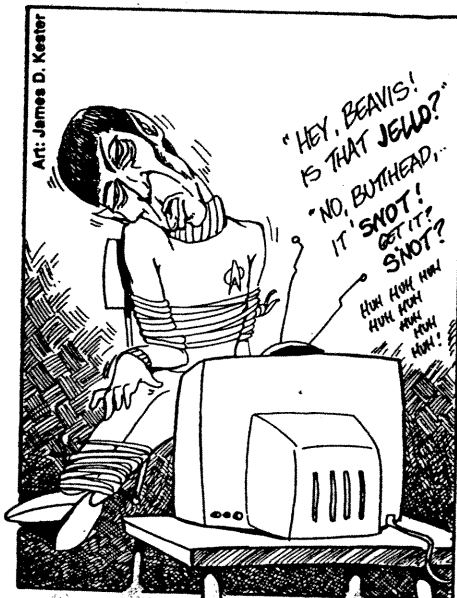
**THE KELLY COMMUNIQUE IS A NON-PROPHET NEWSLETTER
PUBLISHED AS A MEANS OF COMMUNICATION BETWEEN STAR TREK FANDOM.**

IT DOES NOT INTEND TO INFRINGE UPON ANY RIGHTS.

**"STAR TREK" IS A REGISTERED TRADEMARK
OF PARAMOUNT PICTURES, CORP.**

ALL RIGHTS ARE RESERVED TO ORIGINAL WORK HEREIN.

NO COPYING WITHOUT THE PERMISSION OF THE PUBLISHER.



KLINGON TORTURE METHOD #462

